



Ozobots Meet Pokemon Go

Created by

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Topics

Robotics, Programming, Technology

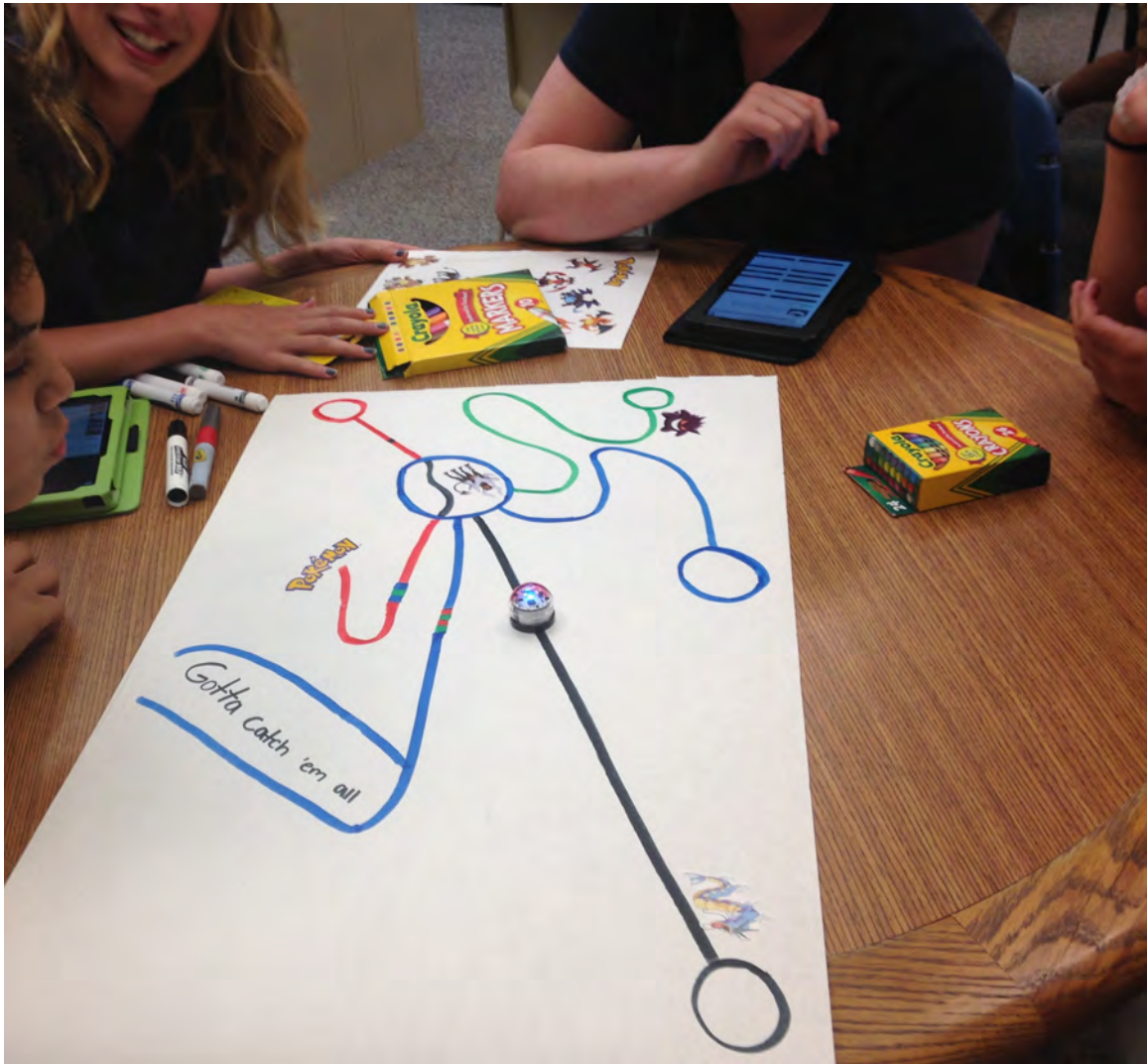
Ages

Grades 3-7

Duration

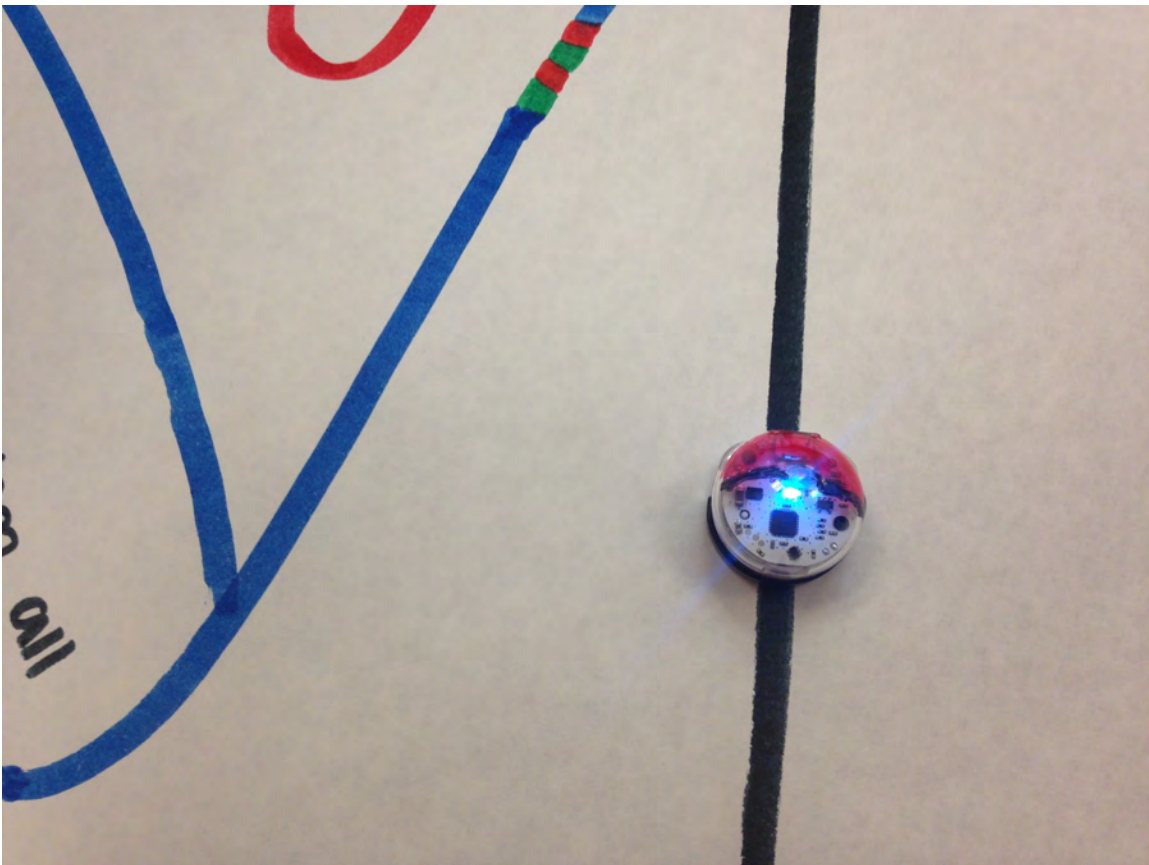
45 minutes

Ozobots Meet Pokemon

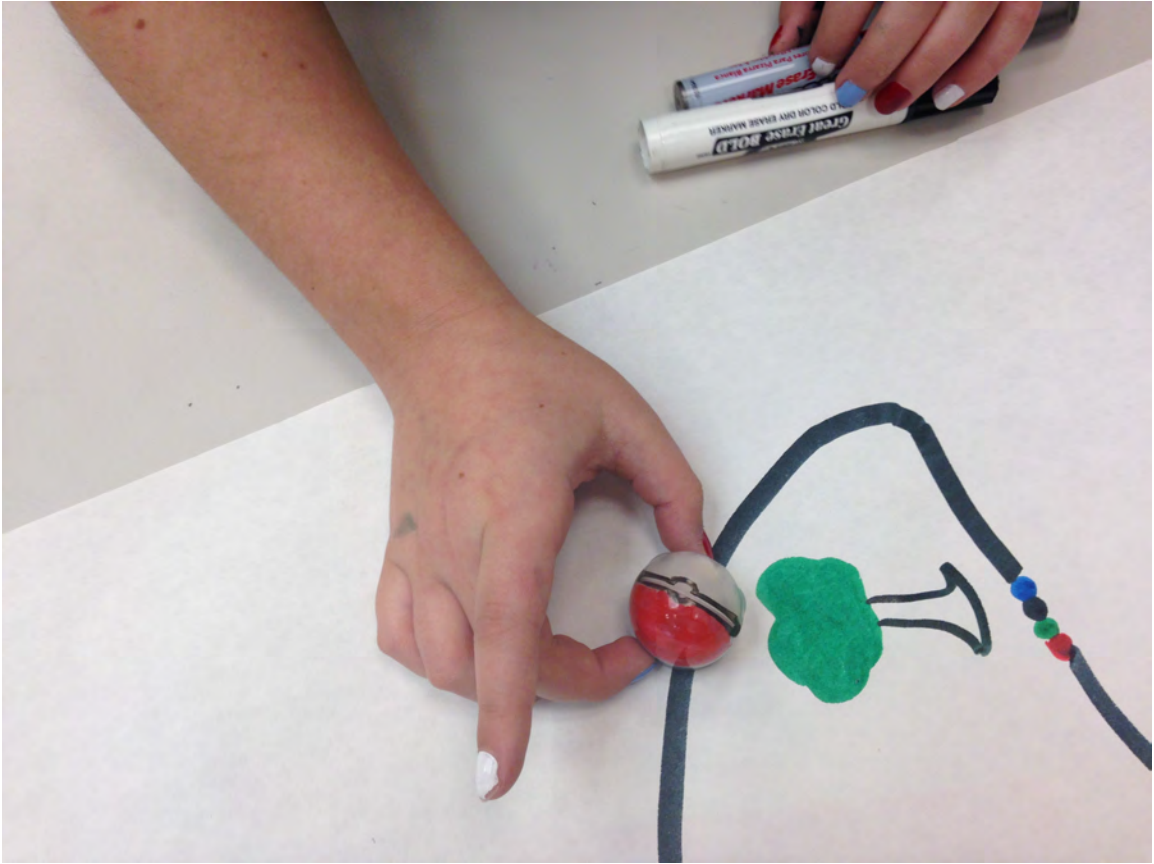


TLW Simulate robotics missions and learning BASIC programming color codes to have ozobot follow a student created trail.

1. Show the Youtube video that introduces ozobots <https://www.youtube.com/watch?v=-xFjTXQ8uho>
2. Have the students use their tablets, laptops or computers to search for the color codes used for ozobots or provide them with the codes sheets that came with each kit.
3. Provide the students with dry eraser markers so they can turn their Ozobot into a pokeball



4. Use 1 ozobot for every three students. Have them place 6 pokemon stickers (or draw the pokemon) on a long piece of white paper. Now each student creates the craziest color path for ozobot to follow to catch them all!.
5. If time allows students can decorate an outdoor around the path!



More Robotic fun

<http://ozobot.com/stem-education/stem-lessons>